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LEHIGH '99'ER COMPUTER GROUP

Next meeting: 7:30 PM, Monday
December 19, 1988

Conference Room A-D, Second Floor
Sacred Heart Hospital
4th and Chev Streets
Allentown, Pennsylvania

VP-COLUMN

Hello all!, I know it's been a while since a newsletter has appeared from our group, but our newsletter editor Jack Zawediuk has resigned from his post a few month ago, and no one seems willing to take over for him. If we can't get anyone to take over the job permanently, we will no longer publish a newsletter. This will be very unfortunate, as the other clubs that we exchange newsletters with will no longer know that we exist and will stop sending us their newsletters. Many of which are filled with valuable information. Jack has been sorting our library of newsletters, so get to him if you want to borrow any. There is a \$5.00 deposit required on borrowed newsletters.

We are going to try to have another mailing of newsletters this year yet. Our bulk mailing permit is paid up for this year, and stamps must be bought in rolls of 500. This gives us enough for two mailings, that's why there will be another mailing yet.

While I'm still on the subject of newsletters yet, let's try to get some original material in our (probably) last few newsletters. If you have anything to say about some program, or maybe some tips on using hardware/ software, or ideas that would help the club, etc., even if it's just a few lines, fire up Funnelweb, TI-writer, or just jot it down on paper and get it to me. Also, if someone with a printer with adjustable tractors is willing to print out the labels for the next mailing, let me know. (Try running

labels through without a tractor on one side, I did). I have the labels and the TI-writer files of the other clubs that we mail to. (Thanks Jerry for maintaining that list!)

PLEASE, if anyone could be our newsletter editor, let us know!! Jack has promised to help out whoever would take over, and I will also help. But we need someone to volunteer.

At the last meeting, Ira (president) could not attend, so I attempted to fill his shoes. We did get some interest in holding classes on assembly language programming, so we are going to meet at Jack's house and try to learn something. I will be sharing what I know on the subject. If you are interested in attending, give me or Jack a call. John Geisinger has placed an announcement for our club on the cable tv channel in his area - thanks John! We also received an idea to demo a bulletin board session at a meeting. Since we don't have access to a phone line at the meetings, the session would have to be video taped at home. Is anyone interested in doing this? You just need a VCR to record a session (not a camera). We had a disk of the month for sale. We are buying more blank disks to sell to club members at \$3.50 for ten.

At the next meeting I will try to give a demo of Batch-It, a new program from Asgard Software. This program runs 'behind' other programs and can control them. Batch-It and whatever other program you are running appear to run at the same

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THE GENEVE IS HERE , FINALLY -

Part B
by Jerry Boyer

Hi everybody. It's been a while since I wrote anything about the Geneve cause first there wasn't too much to write about this summer and second I didn't have my Geneve for 2 months. It all started when I ordered the HARD DISK CONTROLLER CARD from MYARC. I received the card in just a couple days right from MYARC which was good. But after many hours of frustration, I still couldn't format or use my new 40 meg. hard drive. After several phone calls to Myarc, they admitted that I didn't have the correct software to operate the hard disk and that I must have messed something else up on the Geneve cause now it won't even work the regular disk drives. They had me send the complete Geneve system and all cards that I was using back to their New Jersey address. A month went by and I received the system back with a note stating that I shorted out a databuss when I was installing or removing the card when I was moving the card from one system to another. They stated that a small electric charge must have shorted it out by touching the card against the P.E. box case. They said that I should have waited 5 full minutes before moving the cards and then to be very careful. But what they didn't do was to send me the correct software and the addendum to set up the hard drives. I finally got Lou Phillips on the phone and he said to send in my old software disks and he would copy the new programs onto them. This I did and it was another month till I got them back. Mr. Phillips was very patient with me about this whole affair and he treated me quite well, in fact he didn't charge me for repairing the cards that I messed up. This seemed pretty decent of him. Now I got this thing up and running and it's just great and extremely fast. It took some time to get it just right.

The first thing you have to do is to open up the HFCC and set the dip switches. There are two sets of switches. The 4 switch set is for the CRU address of the card. It has to be set for CRU>1000 by putting all 4 switches ON. With the present software the card will not support floppy drives, so you have to keep your regular disk controller card in the box with the HFCC. On the 8 switch set leave all the switches set to off. These are to control floppies when the software works in the near future. Connect up the two cables, a 20 pin and a 34 pin, to the card and to the hard disk. Make sure that #1 on the card matches #1 on the drive on both cables. Now is the time to turn on the power. You should power the hard drive first to give it a chance to come up to speed before you turn on the P.E. box. Next go to GPL and load the MYARC DISK MANAGER V program so you can format the hard drive. On the first menu go to UTILITY and select FORMAT. The program will ask you to choose hard or floppy, select hard. The next screen asks for the info on your hard drive, such as volume name (usually HD1); sectors per track (usually 32); number of heads and number of cylinders (this differs with different hard drives). After you input this info I suggest that you accept the defaults that the program gives you, at least until you are really familiar with your hard drive. I tried different set-ups that people said would work but all that they did was to totally confuse me and make the hard drive develop errors, so I went back to the default settings and everything worked the way it should. The hard drive takes about 2 beers to format (about 15 min. for a 40 meg drive). You should then copy SYSTEM/SYS to the first level (where you should put all of your most used programs) then set up a subdirectory named "DSK1" and put the "LOAD/SYS" file in it. Now the hard disk will boot up the system. Well, that's it, BYE.

NEWS FROM THE OCTOBER 16 CENTRAL PA. FAIR

NEW SOFTWARE

TRIAD By Wayne Stith

Triad is combination 40-column text editor, Disk manager, and Terminal emulator all rolled into one and residing in memory at the same time. The 40 column editor has keypresses that are consistent with TI-Writer but only in fixed mode. It currently has a 13K buffer. The Disk manager does all the typical things such as, format, copy, rename, sweep, and copy, delete, protect/unprotect, files. It can even View text files.

The Terminal emulator runs at 3, 12, or 24-Hundred baud with even, odd or no parity from port 1 or 2 in full or half duplex. Will up/download in Xmodem with CRC error/checking as default, checksum available. also many other features (to many to mention here)

PRESS By Charles Earl

This one looks like the best word processor yet. Press allows you to create single files as large as your disk space, allows you to type in columns on the screen, include pictures in your text (and on the screen). What you see is what you get, (bold text is bold on the screen underlined is underlined). It even has a 120,000 word spell checker built-in, user defined macros and pull down menus. It is very fast entirely in assembly, it will use any extra memory it can find, (Mini-Memory supercart, even a Horizon Ram-disk)

TI-BASE

I've been reading reviews on this one and it looks like the answer to my and maybe your Data base problems. This is condensed from a review taken from a CPUG Harrisburg newsletter. If you read some of the newsletters we receive you would know more about this program and many others.

This program comes on two disks. The first is the actual program disk while the second is a TUTOR disk.

The (very well documented) manual instructs you to load the TUTOR disk. The TUTOR runs about 20 minutes or so depending on how much you pause.

TI-BASE is a very complex, inter-relational data-base. You can open up to 5 different data files at one time and move from one to the other with the SELECT command. You can create a COMMAND file with a DV80 text editor. You may have up to 17 fields, and 255 characters in each field. The optimum storage will allow 16,129 records in one database. You can sort on any field, find any item, you have 12 mathematical functions including SQR, LOG, SIN, and ATAN, 5 BOOLEESAN and several LOGICAL commands. You can move data from one slot to another at your will, edit by record or paging.

This is just a few of the newer software items coming out for the orphaned TI, we sure have come a long way, the TI is up there with the best it's not just a computer for games.

Next, some new Hardware.

NEW HARDWARE

There was a storehouse of new and old software at the show, I do not remember it all but here goes!

HORIZON PLUS

The HORIZON Ramdisk has been around for quite a while but now it's sporting a few new features. Now using the larger memory chips you can have a ONE MEG or even larger ramdisk. You do not have to start that big you can even add memory One Chip At A Time.

Another feature is the PHOENIX MOD, this lets the GENEVE use all the features of a ramdisk and even has a way to use the 16 bit bus for memory expansion.

Another new product from HORIZON is the P-GRAM CARD. This card you install in your Expansion Box and works similar to the GRAM-KACKER. The card has 72k of battery backed RAM, 40k GRAM for GROM emulating, 16k for Module RAM bank-switched, and 16k of DSR RAM also bank switched. It also has a optional CLOCK. Cont. Page 4

time! You can use Batch-It to customize an application program. I have written a batch file to make Rapid Copy do multiple copies just by pressing one key, complete with prompts when to change the copy disk, and an escape to return to normal Rapid Copy operation. I have not been able to get Batch-It to run behind Funnelseb yet, but I have talked to Chris Bobbit (Asgard) about it, so hopefully it is possible to work with Funnelseb because that could be very usefull. (It does run behind Ba-Writer).

As a word of encouragement: always remember that the Commodore 64 has an error message 'FORMULA TOO COMPLEX', meaning that you might have too many parentheses in a formula! Try to do that on our TI's.

Until next time
later
Brad

Continued from page 3

DISK CONTROLLER UPGRADE KIT

By John Guion

This upgrade gives you some of the features of the Nyarc or Corcom disk controllers at a lower cost but requires changing chips in the TI card.

Some of the upgrades are, up to 4 drives, lower case names, faster head step and double side, but NOT double Density.

Another kit from John is the RS232 UPGRADE KIT.

This kit requires replacing one chip. It lets you run software written for the TI thermal printer and output to PIO or RS232 in 60, 12, or 28 columns. The TP option even allows the user to write one-line screen dumps for Xbasic programs with graphics. "SIO" Either serial port may be set up to respond to SIO. Plus other features.

A third kit from John is MULTI-MODE.

This kit is for owners of Triton's Super Extended Basic module. With this (no soldering required) chip change you get, Editor/Assembler, Disk Manager III, and TI-writer In addition to Super Extended Basic in one cartridge. You select any of these with just a couple of key presses.

Well thats enough for this month.

Jack Zawediuk

New Languages for the TI-99/4A

We have some new languages to tell you about. This excerpt comes from a download from CompuServe and originally appeared in the Northwest Ohio 99'ers News.

New Languages for the TI-99/4A
by Ted E. Bear, Pipedreams, Inc.

FIFTH-

This is a precise mathenatical language in which data types refer to quantities. The data types range:

from
CC,
OUNCE,
SHOT and
JIGGER

to

FIFTH (hence, the name of the language),

LITER,
MAGNUM and
BLOTTO.

Commands refer to ingredients such as:

CHABLIS,
CABERNET,
GIN,
VERMOUTH,
VODKA,
SCOTCH,
BOURBON,
COORS,
BUD and
WHAT_EVER_IS_AROUND.

Rumor has it that this is the 99/4A owner's favorite of all the 99/4A languages and it has even been dumped into GRAMCRACKERS. You get

loaded faster that way.

DOGO-

Developed at MIOT (Massachusetts Institute of Obedience Training). DOGO heralds a new era of computer literate pets.

DOGO commands include:

SIT,
HEEL,
STAY,
PLAY_DEAD and
ROLL_OVER.

An innovative feature of DOGO is the "puppy" graphics. This is a small Cocker Spaniel that occasionally leaves "deposits" as it travels across the screen.

VALGOL-

From its modest beginnings in Southern California's San Fernando Valley, VALGOL is enjoying a dramatic surge in popularity across the country. It has been adopted by many of the more youthful 99/4A programmers.

VALGOL commands include:

REALLY,
LIKE,
WELL and
Y*KNOW.

Variables are assigned with the =LIKE and =TOTALLY operators.

Other operators include the California Booleans, AX and NOWAY.

Repetitions of code are handled in FOR - SURE loops.

Here is a sample program.

```

LIKE, Y*KNOW (I MEAN) START
IF PIZZA =LIKE BITCHEN AND
GUY =LIKE TUBULAR AND
VALLEY GIRL =LIKE GRODY**MAX
THEN
FOR I =LIKE I TO OH*HAYBE 100
DO*WAH - (DITTY**2)
BARF(I) =TOTALLY GROSS OUT
SURE
LIKE BAG THIS PROGRAM
REALLY
LIKE TOTALLY (Y*KNOW)
IN*SURE
GOTO*THE MALL

```

VALGOL is characterized by its

unfriendly error messages. For example, when the user makes a syntax error, the interpreter displays the message:

GAG ME WITH A SPOON!

REAGAN-

This language was developed in California, but is now widely used in Washington D.C. It is the current subset of the International Bureaucratic language known as DOUBLESPEAK.

Commands include:

REVENUE_ENHANCEMENT,
CAP_WINBERGER,
CABINET,
CHOP_WOOD and
SCENARIO.

WATT and BURFORD have been removed from the commands while there is a current effort to add MEESE.

The Operating System used is NEW_RIGHT and the designated memory is THE_RANCH. The compile SCENARIO is a compile with NANCY, followed by a link with BONZO, resulting in a SNOOZE. Program bugs, called COMMIES, are removed with the GRANADA command. A program written in REAGAN commences with a LANDSLIDE and terminates with SENILITY.

North Reading Department

11 WATER WIND

C.R. McDonald of TICO TOPICS

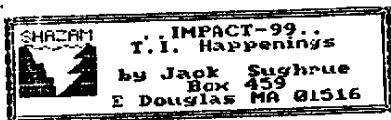
My wife does not like the windowing when using the 80 column format, so I have experimented and found that by using the 40 column format, without line numbers and then reformatting each paragraph after processing the document, there is no need for the window to see what you wrote in the previous paragraph. This is probably not new to anyone else, but I have never seen it as a suggestion.

Here three short routines I found in the Newsletter I thought you might find interesting.

```

98 : WEIRD SPRITE DEMO
100 CALL INIT :: CALL CLEAR
:: CALL NAGN(PY4):: FOR I=1
TO 10 :: FOR A=100 TO 252
: PRINT A :: CALL LOAD(-2197
3,-4):: PRINT CHR$(A):CHR$(B
):: NEXT A :: NEXT B :: 30T
0 100 -

```



ADVENTURING

Marathon of the Mind

From tiny little word puzzles called riddles to elaborate puzzles called mystery novels there is really great intellectual growth. This growth is nurtured by fun; the fun of solving puzzles.

In recent years problem-solving puzzles written or developed on massive scales have become the intellectual pastime for a large number of young and old people throughout the world.

On the one hand such brainstorming, role-playing activities as the Dungeons and Dragons style puzzle/games have become extremely popular. These situation games require intense researching and reading skills which are only now beginning to astound teachers. Now is it possible that a child who can't read SEE POET RUN, can not only read very technical books on mythology but apply that learning to problem-solving situations?

On the other hand we have - computers! - the greatest friend a teacher (particular those of us harried by fragmentation) ever had.

Besides being electronic flashcards and word-processors and educational development tools (i.e., Beginning Grammar, Reading Rally, Dragonair, Logu II, et al), the computer can serve as an excellent reading/writing/problem-solving tool. This tool gets students involved. This tool is known, jargon-wise, is interactive fiction. But, to the novice, it is simply identified as text adventures: No graphics except those in the mind.

Most educators who have been using these games in the classrooms with any regularity have agreed that different approaches to the game (hereforth known as the adventure) are varied and effective. Most teachers prefer a group of three to five youngsters on the adventure at one time and that there should be almost no teacher intervention once the programs have been explained and the classroom structure has been established.

A good place to start for most computers would be Scott Adams' ADVENTURES. Pirate Adventure (the text version) is probably best to start with. With our 99/4a, of course, we might even start with simpler adventures like FOUR VEHICLES which aren't available for other computers. Others in that series include KING JER, FERNHOUSE, MOUNTED HOUSE, and STONE AGE.

Once the game is loaded there is a certain structure usually followed by most adventure programmers: At the

top of the screen the scene is described in a manner similar to this: You are in a small dark room. There is a square patch of light in the distance. Shrill, high-pitched noises can be heard above your head.

Directions: S N W

Then there is a flashing cursor.

The players must decide what to do. They all assume the role of the one character. Everything is perceived from that person's perspective.

Now the character may be directed to go Up or South or West or take an Inventory or LIGHT CANDLE (only if he/she has one and catches to light it with) and LOOK ROOM. (Most commands, as you can see, are given in abbreviated form in adventures. This helps the game move faster. Usually commands require only the first or the first three letters: U or INV. To perform specific actions (or reactions) usually requires a two-word situation: verb/noun. CLIMB TREE, GO HOUSE, PICK NOSE, TAKE KNIFE, EAT SOUP.

Very high-level games, such as those created by Infocom, allow you to write complex multiple commands in sentence form. Some of their games (the ZORK series, Hitchhiker's Guide to the Galaxy, Suspended) say take adults notice. Although they are marvelous they probably would not be suited to classroom use. (Many elementary school children, alone or with their families DO these incredible adventures.)

Meanwhile, back in the classroom, if you have one or two computers going with adventures, you will note an enthusiastic brainstorming at a very profound level. This is an exciting thing to watch. This kind of experience can be easily translated into other kinds of reading, writing, problem-solving, brainstorming experiences.

Depending on the amount of time you allow a group to participate will depend on how many days it takes to complete the adventure. It is an unusually rewarding experience for the youngsters and one which motivates the next group ready to start their adventure (the same or another; it doesn't matter). A beautiful side effect is the sharing that goes on.

There may be individuals who can attempt a solo adventure for some good educational reasons, too. The children will volunteer to work on the program during lunch and recess.

Adventuring turns on kids. And it's impossible to keep a turned-on kid from learning. (An excellent classroom environment is provided for computer-use also.)

II

There are other kinds of adventuring, too. The 80s-style slash & hack appeals to cost youngsters. There are two that stand out for the 11: TUNNELS OF DOOM and the extraordinary one, LEGENDS. TUN is superb because you can get TUD Editor, which lets you create your own adventures; and LEGENDS in great because it is, simply, the best of the 80s adventures around. The graphics are superb, the options are excellent, the potential for growth is built in, and the "real world" geography is unaffected by any other similar game.

11

Now, for your own adventuring. There are an incredible number of adventures for the TI, depending upon what one considers an adventure.

If it's an all-text thing, then Tunnels of Doom and the great LEGENDS would not be. Thus, some adventures have graphics. But are all-text programs adventures? If so, one would have to include ELIZA (which all but seven people in the world have played) as an adventure. It certainly is an adventure of the mind, though no goals are set and no end results. Maybe (psychological) wanderings shouldn't be adventures.

Do adventures have to take place in the Middle Ages for pseudo Middle Ages? If so, then some of the very best adventures from INFOSYS (Nitchhiter's Guide to the Galaxy, Suspended, Witness, etc.) wouldn't be. But are. One Tunnels of Doom game takes place in K-Mart.

What then are adventures? Well, I think they must allow the user to make decisions that can change the course of the game. That's TI player decisions. I think there has to be reactions to those decisions that are logical (even in a nonsensical fantasy a certain kind of logic must exist). I think there has to be a pre-determined clearly in the game mission. A goal. There has to be a set of tasks successfully completed to reach that goal. There has to be punishment of some kind for failure (or failure to take risks). There must be reward for achievement of the goal.

Basically, that's it. But there's still a problem. If you have Art Auction or Car Dealer or Leonardo or Gone Fishing or any number of small programs like these that have you make decisions usually built upon other decisions, most of the above would apply: test, decision making, reaction to decision, goals (to achieve so much money or fish, punishment (bankruptcy or drowning), reward for successful achievement. Most throw in a thwarting agent, too. (Stora in Gone Fishing, other riddlers in Art Auction, rain in Leonardo).

So are these adventures? Certainly more than ELIZA (which I consider a form of adventure), but they are not what many adventure players consider adventures.

There must be more - er - exotic environments: space, jungles, funhouses, battlefields (Watch it! The game Civil War might be considered an adventure.), Wonderland; exotic times (the 30's, prehistoric times, the future); exotic characters (pirates, bugblatter beasts, K-Mart customers); exotic situations (saving the world, getting a cup of tea, understanding a computer poet, finding treasure).

Which brings us to the azaes which are adventures (Zork being the most famous) and azaes (Cat and House) which are not; treasures which are adventure goals (Bungons) from treasures which are goals but not adventures (Blackbeard's treasure).

The criteria for "true" adventures, if there is such a thing, is vast and not always something which people agree on.

All this, as you probably figured, is leading up to something.

Nicky Schnitt, the world's leading expert on TI Adventuring, is putting together for publication the ENTIRE adventure world on the TI. Every adventure ever written for the TI - Commercial, Fairware, and Public Domain. This is a vast undertaking.

If my readers have my Fairware or Public Domain adventures, please gather them on a disk or two (preferably with a TI WRITER file to go along with it, giving the title, whether it requires the TI, ADVENTURE MODULE, TUNNELS OF DOOM, I/A, or just plain BASIC), and a short description (in case I have the game under a different title or want to categorize this by theme) and mail them to me. I will see that Nicky gets them. I will also send you back an equivalent number of disks with suitable PD and/or Fairware games for your efforts in this monumental task.

Games released by Scott Adams, Legend, Infocom, Steve Davis, A.S.D.E., John Granros are all copyrighted materials and may not be copied and sent. They have been purchased for this compilation.

(Jack Soghran, Box 617, E. Douglas W 01516)



BELOW YOU WILL FIND A PROGRAM THAT WON'T TAKE TOO LONG TO KEY IN WITH 32K AND EXTENDED BASIC. I CAN'T GET IT TO WORK ON MY CONSOLE, BUT I BELIEVE THAT IT IS NOT THE PROGRAM, BUT THE VERSION OF OPERATING SYSTEM IN MY CONSOLE. IT IS A MACHINE CODE PROGRAM LOADED WITH X BASIC, AND RUNS IN LOW MEMORY. MR. MIKE STANFILL OF THE DALLAS T.I.U.G. WROTE IT, AND I VERY CAREFULLY KEYED IT IN. AFTER YOU TYPE 'RUN', THEN DO A 'CALL LINK("S")'. ON MY CONSOLE, THE CURSOR MOVES DOWN FOUR LINES, AND THEN THE CONSOLE LOCKS UP. LET ME KNOW IF YOU GET OTHER RESULTS. I'LL NOT TELL YOU WHAT IT DOES, BECAUSE I'LL KNOW IT WORKS FOR YOU IF YOU TELL ME WHAT IT DOES! NOTE: IF YOU DO GET IT TO WORK, YOU CAN CHANGE THE "CALL LINK("S") TO ANY SIX ASCII CHARS. FROM P. 196 IN YOUR EXTENDED BASIC MANUAL. GO TO LINE 3, THE SIX GROUPS OF NUMBERS, 83, 32, 32, 32, 32 ARE S. CHANGE THEM TO WHATEVER YOU DESIRE.

```

1 CALL INIT
2 !*****          * BALL PARK-A TINYGRAM *          * BY MIKE STANFILL
  * * DALLAS T.I.U.G. * *****
3 CALL LOAD(16376, 83, 32, 32, 32, 32, 36, 246, "", 8194, 37, 114, 63, 248)
4 CALL LOAD(9460, 4, 91, 2, 0, 16, 0, 2, 1, 27, 41, 2, 2, 0, 79, 4, 32, 332, 36, 200, 0, 131, 204)
5 CALL LOAD(9482, 216, 32, 37, 42, 131, 206, 218, 32, 37, 42, 131, 253, 4, 199, 3, 0, 0, 2, 3, 0, 0, 0)
6 CALL LOAD(9504, 152, 7, 131, 206, 22, 1, 16, 231, 4, 91, 1, 0, 3, 140, 26, 144, 36, 3, 134, 13, 144, 18)
7 CALL LOAD(9526, 3, 142, 15, 144, 18, 3, 141, 17, 144, 18, 3, 131, 21, 144, 18, 3, 141, 17, 144, 54, 3, 141)
8 CALL LOAD(9548, 23, 144, 54, 3, 140, 26, 144, 36, 3, 134, 13, 144, 18, 3, 142, 15, 144, 18, 3, 141, 17, 144)
9 CALL LOAD(9570, 18, 3, 131, 21, 144, 18, 3, 141, 17, 141, 54, 3, 159, 191, 223, 0, 68, 73)

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